



REINING HORSE SCORE SHEET

SHOW : _____ DATE: _____

CLASS # : _____ CLASS TITLE: _____ JUDGE: _____

MANEUVER SCORES: -1 ½ Extremely Poor / -1 Very Poor / -½ Poor / 0 Correct / +½ Good / +1 Very Good / +1 ½ Excellent

Pattern NO. 6 MANEUVER DESCRIPTION Horse may walk or trot to center of Arena. Must walk or stop prior to starting pattern. Begin by facing left wall or fence			Four Spins to the Right Hesitate	Four Spins to the Left Hesitate	Left circles departure 3 circles left 1st 2 large, fast 3rd small, slow Change leads	3 Circles Right 1st 2 large, fast 3rd small, slow Change leads at center of arena	Run ¾'s of a large fast left circle, run down side past center marker, right rollback Right Rollback No Hesitation	Run around end of arena, run down side past center marker, left rollback No Hesitation	Run around end of arena, run down side past center marker, stop, backup, hesitate	AR 105.2 10 Pt Penalty must be assessed for unnatural Arabian Tail Carriage			
Draw	Entry #	Maneuver	1	2	3	4	5	6	7	8	10	Penalty Total	Score
		Penalty											
		Score											
		Subtotal											
		Penalty											
		Score											
		Subtotal											
		Penalty											
		Score											
		Subtotal											
		Penalty											
		Score											
		Subtotal											
		Penalty											
		Score											
		Subtotal											
		Penalty											
		Score											
		Subtotal											
		Penalty											
		Score											
		Subtotal											

JUDGES SIGNATURE _____ PAGE # _____